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APPENDIX I

AMENDED CLAIMS WITH AMENDMENTS INDICATED THEREIN
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2. (Twice amended) A game system according to claim [1] 21, wherein the sound generator outputs sounds based on at least a part of the signals generated by the signal generator.
4. (Twice amended) A game system according to claim [1] 21, wherein the instruction of motion displayed on the display screen is in a form of at least one instruction mark.
6. (Twice amended) A game system according to claim [1] 21, wherein the sound generator includes a sound data storage means for storing a multitude of kinds of sound data, a sound control means for reading a corresponding sound data from the sound data storage means based on the signal from the signal generator which is inputted thereto, and a sound output means for outputting a sound based on the sound data read by the sound control means.
11. (Twice amended) A game system according to claim [1] 21, wherein:
the signal generator is operated by the hitting motion and the swinging motion;
the display displays a first instruction mark for the hitting motion and a second instruction mark for the swinging motion on the display screen as the instruction of motion; and
the signal generator generates a first signal corresponding to the hitting motion and a second signal corresponding to the swinging motion as the signal.

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15. (Amended) A game system comprising:

a signal generating device retainable by a game player in a manner permitting transfer of at least one of a hitting motion and a swinging motion imparted thereto by said game player, the signal generating device including a signal generator including a sensor for sensing at least one of an acceleration and an impact of the signal generating device, said signal generator generating a signal in response to said at least one of the hitting motion and the swinging motion of the game player when said at least one of said acceleration and said impact is sensed while the game player is in motion with said signal generating device, said signal being indicative of a change in velocity of said signal generating device being moved by said game player, said change in velocity being measured relative to a reference point independent of the game player and a relative position of the signal generating device to a part of the game player that retains the signal generating device remains substantially unchanged];

a display having a display screen for displaying and successively renewing an instruction of motion on the display screen;

an evaluating means for evaluating a game result based on a generation timing of the signal; and

a sound generator for outputting at least a background sound.

16. (Amended) A game system comprising:

a signal generating device retainable by a game player in a manner permitting transfer of at least one of a hitting motion and a swinging motion imparted thereto by said game player, the signal generating device including a signal generator including a sensor for sensing at least one of an acceleration and an impact of the signal generating device, said signal generator generating a signal in response to said at least one of the hitting motion and the swinging motion of the game player when said at least one of said acceleration and said impact is sensed while the game player

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is in motion with said signal generating device, said signal being indicative of a change in velocity of said signal generating device being moved by said game player, said change in velocity being measured relative to a reference point independent of the game player and a relative position of the signal generating device to a part of the game player that retains the signal generating device remains substantially unchanged];

a display having a display screen for displaying and successively renewing an instruction of motion on the display screen, said display displaying a first instruction mark moving along a virtual line for the hitting motion and a second instruction mark moving along the virtual line for the swinging motion on the display screen as the instruction of motion;

an evaluating means for evaluating a game result based on a generation timing of the signal; and

a sound generator for outputting at least a background sound.

20. (Amended) A game system comprising:

a signal generating device retainable by a game player in a manner permitting transfer of a hitting motion and a swinging motion imparted thereto by said game player, the signal generating device including a signal generator including:

a first sensor for sensing an impact of the signal generating device, and

a second sensor for sensing an acceleration of the signal generating device,

said signal generator generating a first signal in response to the hitting motion of the game player when said impact is sensed while the game player is in motion with said signal generating device and a second signal in response to the swinging motion of the game player while the game player is in motion with said signal generating

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device, said second signal being indicative of a change in velocity of
said signal generating device being moved by said game player, said
change in velocity being measured relative to a reference point
independent of the game player[and a relative position of the signal
generating device to a part of the game player that retains the signal
generating device remains substantially unchanged];

a display having a display screen for displaying and successively renewing an instruction of motion on the display screen, said display displaying a first instruction mark, as an instruction of hitting motion, moving along a first virtual line and a second instruction mark, as an instruction of the swinging motion, moving along a second virtual line, and a first reference mark and a second reference mark such that said first instruction mark moves towards said first reference mark and said second instruction mark moves towards said second reference mark;

an evaluating means for evaluating a game result based on a generation timing of the signal; and

a sound generator for outputting at least a background sound.